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POCKET HORSE
ポケットホース

Instruction Booklet

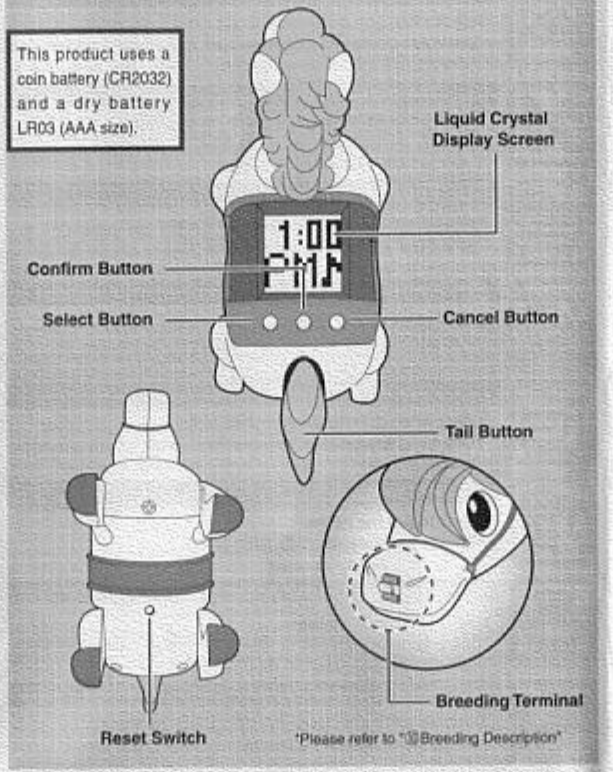
TOMY®

⚠ WARNING

- Choking Hazard - Not suitable for children under 6 if there is any presence of small parts / small ball.
- Remove or dispose of all packaging (including polybags) safely before giving to children.
- Be careful of the potential entanglement hazard with neck, hair or fingers if there are string, wire, wheels or rolling parts in the products.
- The LCD may be damaged by sharp objects or pressure. Take great care to protect the display from scratches or stains.
- Do not give the toy to children under target age. Let children play under parental supervision.
- Battery - If batteries are mis-used, there is possibility of heat generation, explosion and battery leakage.
  - Do not mix old and new batteries.
  - Set the batteries at the correct polarity, noticing (+) and (-) marks.
  - Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Please retain the above information for future reference.
- Rechargeable battery is not suitable to use in this product.

1. Explanation of the Main Unit

This product uses a coin battery (CR2032) and a dry battery LR03 (AAA size).



2. Before Use

①Insulation Sheet

Remove the insulation sheet from the main unit.

②Inserting a dry battery LR03 (AAA size) *Sold separately

(1) Unscrew and open the battery lid.

(2) Insert the battery LR03 (AAA size) so that the + and - symbols match.

Please use alkaline dry batteries only, as a manganese dry battery may slow the rotation of the motor.

(3) After inserting the dry battery LR03 (AAA size), press in the tab, close the battery lid, and screw.

③Reset

Press the reset switch at the bottom of the main unit using a thin rod-like object.

*Do not press hard when using a sharp object such as a pencil, as it may break the Reset Switch.

3. How to Play

① Setting the Clock

After pressing the reset switch, start by setting the clock.

(1) Setting the "hour". After selecting the proper digit with the select button finish by pressing the confirm button.
(2) Setting the "minutes". After selecting the proper digit with the select button finish by pressing the confirm button. If the cancel button is pressed, it will return to the hour setting.
(3) Setting AM / PM. Select AM / PM with the select button, and finalize the choice by pressing the confirm button. If the cancel button is pressed, it will return to the minutes setting.
(4) Setting the Sound. Select ON / OFF by using the select button, and finalize it by pressing the confirm button. If cancel button is pressed, it will return to the AM / PM setting.

Time Setting Screen

Numbers and symbols that are being set will flash or alternate between black/white.

*As in the figure, the "hour" digits flash when they are being set.

② Selecting the Horse Type

Select your favorite type of racehorse from the three types available. The characteristics of the selected horse will decide the horse's running style. Loop through the three types, "Type A", "Type B" and "Type C", by pressing the select button, making the final decision with the confirm button.

(1) Characteristics of Horse "Type A"

Born in England and raised in France. Filled with pride, it hates to trail behind other horses. It has a very strong opening dash, making its power at the start of the race amazing.

(2) Characteristics of Horse "Type B"

Born in Mongolia and raised in Germany. This type is very careful and observes what is going on carefully before every move it makes. This horse's potential will grow gradually allowing it to dazzle during the middle of the race.

(3) Characteristics of Horse "Type C"

Born in US and raised in Japan. Because it was raised in Japan, this type has a harmonious nature and possesses a unique strength. When it's neck and neck right up to the finish line, this type of horse will make it to the winner's circle time and again.

***Once set, a horse's characteristics and running pattern cannot be changed unless it is reset or bred (refer to "⑪ Breeding Description").**

③ Name Registration

You can register up to 3 characters for your name.

(1) Registering the first letter of the name. Select a letter or symbol, by using the select button, and press the confirm button when finished. If the select button is pressed when nothing is displayed, it will return to the letter [A].
(2) Registering the second letter of the name. Select a letter or symbol, by using the select button, and press the confirm button when finished. If the select button is pressed when nothing is displayed, it will return to the letter [A]. If cancel button is pressed, it will return to the registration of the first character.
(3) Registering the third letter of the name. Select a letter or symbol, by using the select button, and press the confirm button when finished. If the select button is pressed when nothing is displayed, it will return to the letter [A]. If cancel button is pressed, it will return to the registration of the second character.

"Name Register" Screen

Characters and symbols currently being selected will be highlighted with a negative image.

*As shown in the figure, the first character is highlighted when registering it.

*Once registered, names cannot be changed until the unit is reset or the horse is bred (refer to "⑪ Breeding Description").

④ Adjusting the Clock

Pressing the cancel button simultaneously with the tail button when the "Clock" screen is displayed allows you to adjust the clock.

(1) Pressing the cancel button while pressing the tail button when the "Clock" screen is displayed.
(2) When the numbers of the clock flash, it is possible to adjust the clock.
(3) The Procedure for adjusting the clock is the same as "① Setting the Clock". To adjust the clock, refer to procedure ① Setting the Clock".

*While adjusting the clock, time in the game will stop.
*This product is not intended as a clock, so there might be some discrepancies with real world time. When the time is not correct, please follow the instructions for adjusting the clock.

⑤ Description of the Basic Screen

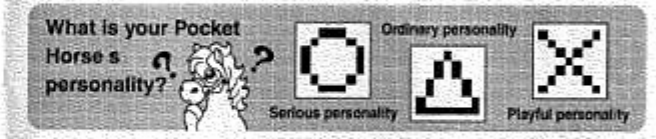
(1) After registering a name, the game will start. When the game starts, the "Age/Personality Display" screen will be shown.

Age Display

- The game starts from 0 years old, so at the beginning, "0" will be displayed.

Personality Display

- The horse's personality has not been decided when the game starts, so a " - " will be displayed.
- When it becomes 2 years old, its personality will develop according to the way it was brought up, and the following "personality mark" will be displayed.



(2) When the select button is pressed on the "Age / Personality Display" screen, it will change to the "Generations / Running pattern display" screen.

Generations Display

- The game starts from the first generation, so a "1" will be displayed at the beginning.
- Generations will increase by breeding.

Running Pattern Display

- Races cannot be done at the start of the game, so a "-" will be displayed.
- Once a horse reaches two years old, races become possible, so the horse's running pattern, or the pattern for the type of horse selected at the start of the game, will be displayed as follows.

*Refer to "Type Selection" and "⑪ Breeding Description".

(3) When the select button is pressed on the "Generations / Running pattern display" screen, it will change to "Name display screen".

Name display
The name registered at the start of the game will be displayed.

(4) When the select button is pressed on the "Name display" screen, it will change to "Clock" screen.

Switching the sound ON/OFF

When the select button is pressed while holding down the tail button on the "Clock" display screen, it is possible to switch the sound ON/OFF.

Sound ON

Sound OFF

(5) When the select button is pressed on the "Clock" screen, it will return to the "Age / Personality Display" screen.

(6) When the confirm button is pressed on either basic screen, the screen will change to the Icon Selection screen.
*Refer to "⑤Explanation of Basic Icons".

Review the condition of your "pocket horse" on the basic screen and then press the confirm button. After pressing the confirm button you can select all kinds of icons and play different games.

⑥ Explanation of Basic Icons

(1) "Race" Icon

Select when you desire to enter a race.
*Can only be selected for horses from 2 years old to retirement.
*Refer to "⑧Explanation of the Race".

(2) "Training" Icon

Select when training (mini-game) is desired.
*Can only be selected from 2 years old to retirement.
*Refer to "⑨Explanation of Training".

(3) "Food" Icon

Select when you want to feed the horse.
*Refer to "⑦Explanation of Horse Care".

(4) "Shower" Icon

Select to wash the horse.
*Refer to "⑦Explanation of Horse Care".

(5) "Goodnight" Icon

Select when putting the horse to bed.
*Refer to "⑦Explanation of Horse Care".

(6) "Patting" Icon

Select to pat the horse.
*Refer to "⑦Explanation of Horse Care".

(7) "Stamina Drink" Icon

Select to recover stamina.
*Can only be selected for horses from 2 years old to retirement.
*Refer to "⑨Explanation of Training".

(8) "Breed" Icon

Select when breeding, or introducing, a new pony.
*Can be selected after retirement.
*Refer to "⑩Breeding Explanation".

"Race Start" Animation
If the tail button is pressed during this animation (which runs for about 30 seconds), the screen will switch to the "Countdown" animation. If the cancel button is pressed instead, it will return to the distance selection area.

When racing with a group, try to press the tail button simultaneously.

"Countdown" Animation
A countdown from "5" to "1" will start. Pressing the cancel button during this time will return to distance selection screen.

During countdown, set your "Pocket Horse" on the starting line.

Race Start
After the countdown, a "GO" sign will be displayed and your "Pocket Horse" will begin the race.

And they're off! Cheer your "Pocket Horse" to victory!

*When "Race with the Computer Horse" is selected, an animation for deciding the opponent will be displayed after selecting the distance. When the opponent has been decided and the confirm button has been pressed, play will be the same as described in "(3) Race Start" above.

(4) End of Race
When the selected distance has been run, the race is finished. Once the race is finished, "FIN" is displayed on the screen, and the "Pocket Horse" will slow to a stop.

Praise a "Pocket Horse" that has done well.

*A "WON" sign will be displayed after the "FIN" notice if you beat your opponent in a "Race with the Computer Horse". Otherwise, if you lose, a "LOST" sign will be displayed.

Depending on the horse's personality, there will be cases when they just stop running during the race or even quit before the race is finished.

Sleeping during the race?

Worst case, you get a quitter...

⑨ Explanation of Training

Begin training your horse by selecting the "Training" icon. It is impossible however to train a horse before it's second birthday, as well as after its retirement.

(1) Explanation of "Level / Number of Successful Lessons" display screen

Press the confirm button after selecting the "Training" icon to change to the "Level / Number of Successful Lessons" display screen.

Level display
Displays the present level.

Number of Successful Lessons display
Displays the current number of successful training lessons. Whenever you succeed in training your horse, the number will increase - up to maximum of four (4). After one day, the total will be reset.

As your horse gets older its level will advance as a result of your training. The higher the level of a horse, the faster it can run. Therefore, train your "Pocket Horse" seriously, and increase its level.

(2) Starting Training

If the confirm button is pressed on the "Level / Number of Successful Lessons" display screen, the "Training Ready" animation will be displayed for about 30 seconds. Pressing the tail button during the animation will begin training your horse.

"Training Ready" Animation
If the tail button is pressed during this animation (which runs about 30 seconds), training will start. If the cancel button is pressed, it will return to "Level / Number of Successful Lessons" display screen.

(3) How to Train

Sets of three sample number tiles will be displayed one at a time in sequence. Memorize the sample numbers and the order they are displayed in, then re-enter the numbers within the time limit shown. Up to ten numbers will be displayed. If you can re-enter the ten numbers within the given time, without any mistakes, the training will be successful. Be careful not to make a mistake or fail to enter all the numbers within the time limit as that will result in the training failing.

⑦ Explanation of Horse Care

By selecting the "Food / Shower / Goodnight / Pat" icon, it is possible to feed your horse. However, other than the "Pat" icon, it is only possible to select these options when there is a request sign. When a request sign appears, you should consider what the horse wants and select the correct iron to fulfill its needs.

*Horse care function from zero to first year.

(1) Explanation of the "Request Sign"

When your horse wants to be fed, the "Pocket Horse" will request feeding and sound the request alarm.

(2) Explanation of "Food"

When your horse becomes hungry, it will ask for food. Feed the horse by selecting the "Food" icon. There are three types of food, "Carrot / Feeding Leaves / Sugar Cubes".

"Carrot" icon	"Feeding Leaves" icon	"Sugar Cubes" icon

Horses will dislike some food. It will eat the food it likes quickly, while the food it dislikes will take longer.

(3) Explanation of "Shower"

When horses are raced or trained they become dirty and will request a "Shower". Clean your horse by selecting the "Shower" icon. Don't ignore its request for a "Shower" or the horse will become sick. When a request is ignored, your horse will become sick.

Sick

Press the confirm button to cure the horse.

Heal

*It will take about one hour for the horse to recover.

(4) Explanation of "Goodnight"

At night, your horse will request to go to sleep. Let it sleep by selecting the "Goodnight" icon. Once it falls asleep, it cannot do anything until it wakes up.

(5) Explanation of "Pat"

If you leave your horse alone for too long it will tell you it wants to play together with a "Pat" request. Pat the horse by selecting the "Pat" icon.

(6) Explanation of "Bad Mood" and "No"

When your horse requests feeding and you do not do it properly, the "Bad Mood" animation will be displayed. Also, if you try to feed the horse when it is not requesting food, the "No" animation will be displayed.

The personality of your horse will change as it gets older according to how well you have cared for it.

⑧ Explanation of the Race

By selecting the "Race" icon horse owners can enter a new race. Keep in mind however, it is impossible to race a horse until their second year or after retirement.

(1) Select "Race with Everyone / Race with the Computer Horse

Pressing the confirm button after selecting the "Race" icon will display the following two options: "Race with Everyone / Race with the Computer Horse".

"Race with Everyone" Icon

Select this mode, for two or more peoples, when racing against another player.

"Race with the Computer Horse" Icon

Select when racing alone against the computer horse.

(2) Distance Selection

By pressing the confirm button after selecting either the "Race with Everyone" icon or the "Race with the Computer Horse" icon, it is possible to select the race distance from "Short / Medium / Long".

"Short distance" Icon

Select when you want to race a short distance - only 60cm.

"Medium distance" Icon

Select for racing a medium distance race - 120cm.

"Long distance" Icon

Select when you want to challenge a long distance race - a full 180cm.

*The racing surface can change the actual race distance.

(3) Race Start

Pressing the confirm button after selecting the "Short distance / Middle distance / Long distance" icon will display the "Race Start" animation for about 30 seconds. When the tail button is pressed during the "Race Start" animation, a five digit countdown animation will start, and when it is finished, the race will start with the "GO" display.

Diagram 1

Diagram 2

Diagram 3

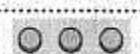
When the training starts, a set of three sample number tiles will be displayed at the upper left, middle and right part of the screen. *Diagram 1

One tile out of the three will be flipped, displaying the sample number. *Diagram 2

*In the diagram 2, the sample display tile on the left is flipped, displaying the sample number "2".

When the sample number is displayed, a time clock will be displayed at the bottom of the screen. Once the counter is displayed, it is possible to enter the corresponding number. If the number displayed is on the left, press the select button on the left side, when the number displayed is in the middle, press the center-positioned confirm button, and when the number displayed is on the right, press the cancel button located on the right side. *Diagram 3

*In the diagram 3, the sample number "2" is on the left, so press the select button on the left.



If you succeed in entering one set, the sample numbers will be displayed again. The sample number sets displayed will increase by one each time you succeed. As the numbers increase, the time limit becomes shorter and shorter.

(4) End of Training

If you succeed in entering the ten numbers correctly within the time provided, the "Training Successful" animation will be displayed. If you make a mistake in entering the numbers, or cannot finish within the time limit, the "Training Failed" animation will be displayed. If the tail button is pressed while the "Training Successful" animation is displayed (about 10 seconds long), the "Pocket Horse" will run in-sync with the training display.

"Training Successful Animation"

If the tail button is pressed during the animation (about 10 seconds), the "Pocket Horse" will run too!

"Training Failed Animation"

If you fail, your "Pocket Horse" won't feel like running.

If you race or train the horse consecutively, it will run out of stamina and will not be able to run. To give it time to recover, let it rest for a while or give it a stamina drink. But don't give it too many stamina drinks or it will become sick.

⑨ Explanation of Breeding

Your "Pocket Horse" will retire at 6 years old. After entering retirement, it will be possible for you to breed it.

(1) Retirement

Once a horse enters retirement, the "Retirement" animation is displayed. After the "Retirement" animation has been displayed, it becomes possible to breed that horse.

*After retirement, further racing and training will not be possible.

(2) Selection of Breeding Method

If the confirm button is pressed after selecting the "Breeding" icon, it will be possible to select the data "Send and Receive / Send / Receive" icon.

"Send" Icon

Sends your data.

"Receive" Icon

Receives the other party's data.

"Send and Receive" Icon

Sends your data and receives the other party's data.

(3) Breeding

After selecting one of the three data transmitting icons and pressing the confirm button the "Breed Wait" animation will be displayed for about 30 seconds. If both breeding terminals are connected (refer to Explanation of the Main Unit) when the "Breed Wait" animation is displayed, the horse will start breeding.

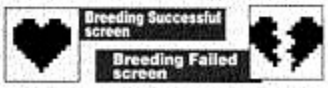
"Breed Wait" Animation

Connect

*If the units are detached before the breeding results are displayed, the horses may not breed properly.

(4) End of Breeding

When breeding has finished, and if it was done properly, a "Breeding Successful" screen will be displayed. If it was not done properly, a "Breeding Failed" screen will be displayed.



*If either of the two screens is displayed, it is all right to detach the units.

*If the breeding failed, please repeat the procedure again.

(5) Giving Birth to a New Horse

If breeding was successful after receiving data from another party, it will become possible to register a new name for the data by following the procedure in "③ Registration of Name".

*Once the data has been received, the old data will be erased.

*If only sending data, the old data will not be erased.

The new horse will be a mixture of the opponent's horse and your own horse, with a new running pattern for the horse decided accordingly.

④Battery Life

(1) When the dry battery LR03 (AAA size) starts running out, the operation of the "Pocket Horse" will become noticeably slower. When this happens, replace the dry battery LR03 (AAA size) by following the instructions in "②Inserting a Dry Battery".

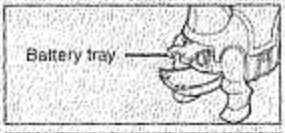
*As a guide, replace the battery after 30–40 consecutive races.

(2) When the coin battery starts running out, the liquid crystal display (LCD) screen will become faint. If this happens and the LCD screen is difficult to read, replace the coin battery (CR2032). The coin battery should only be replaced by an adult.

How to Replace the Coin Battery

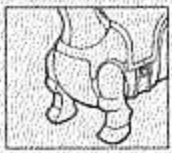
①Unscrew and open the battery lid.

②Grab the dial and pull out the battery tray.



③Remove the coin battery (CR2032) from the battery tray and replace it with a new coin battery - being sure to follow the polarity markers.

(3) After inserting the coin battery (CR2032), press in the tab, close the battery lid, and screw.

*After replacing the coin battery (CR2032), always reset the unit.

*When the coin battery (CR2032) is replaced or reset, all saved information from the game will be lost and the unit will return to its initial condition.